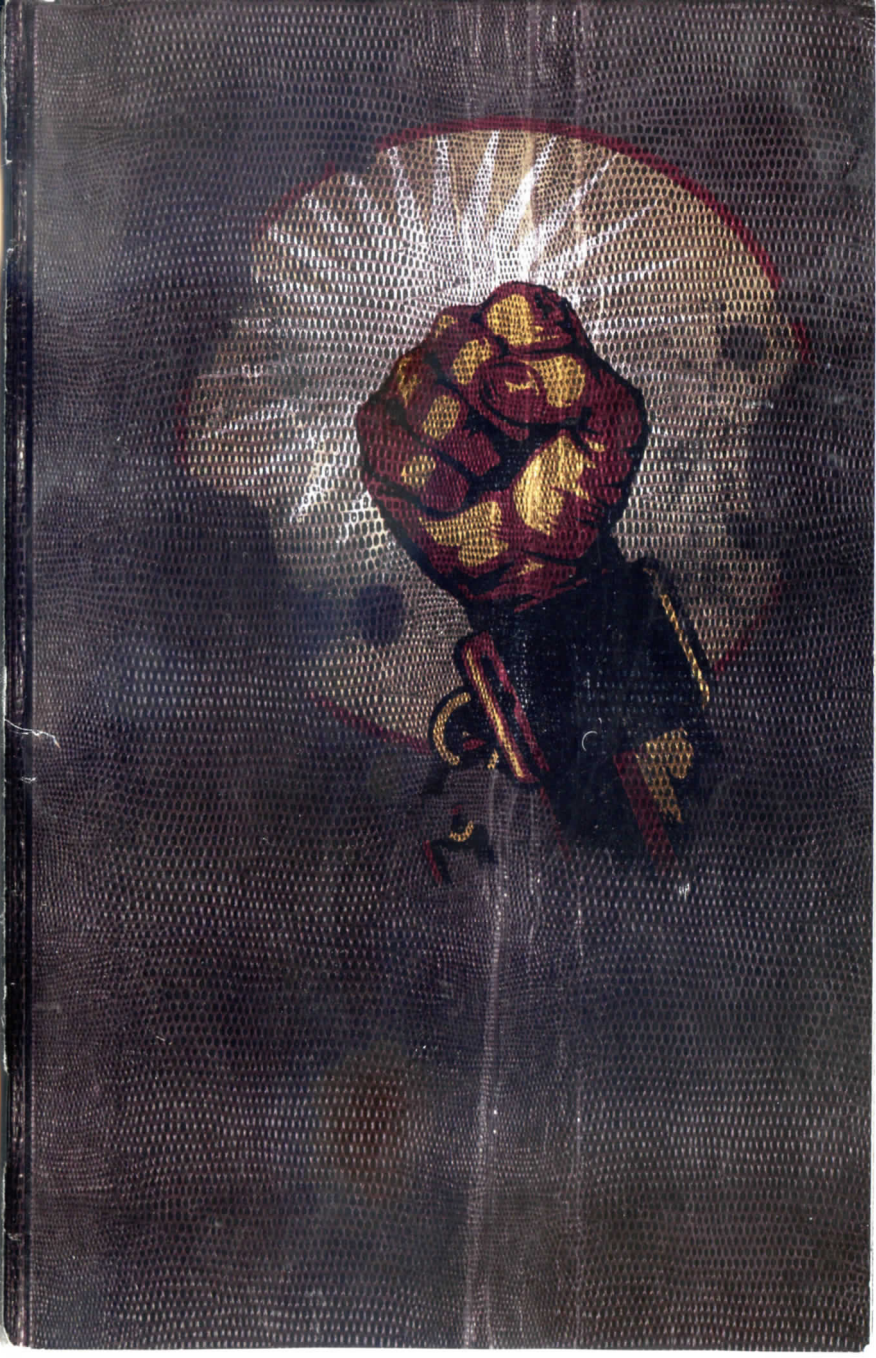




Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

SLES-51133

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 170KB minimum • Multitap (for PlayStation®2) adaptable: 1 - 4 Players • Keyboard Compatible
Analog Control Compatible: all buttons • Vibration Function Compatible • Mouse Compatible

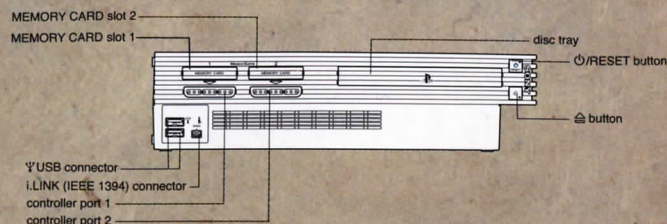
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Setting Started

PLAYSTATION 2 CONSOLE



Set up your PlayStation 2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the / RESET button. When the indicator lights up, press the button and the disc tray will open. Place the Red Faction®II disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Please make sure there is enough space on your memory card (8MB) (for PlayStation®2) before commencing play. Follow on-screen instructions and refer to this manual for information on using the software.

Command Reference

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS

(in-game default configuration)

L2 button—Throw Grenade

L1 button—Alternate Fire

R2 button—Jump

R1 button—Primary Fire



directional buttons

- ↑ — Check Objective Status
- ↓ — Toggle Night Vision On/Off
- ← — Previous Grenade Type
- — Next Grenade Type

left analog stick—Player Movement
(L3 button when pushed down)

L3—Crouch

SELECT button—Options Menu

ANALOG mode button

START button—Pause

right analog stick—Pitch/Turn
(R3 button when pushed down)

△ button

○ button

× button

□ button

△ button—Reload

○ button—Next Weapon

× button—Action/Use

□ button—Previous Weapon

NOTE:



These are the default controls for controlling Alias when the player is on-foot.



You can customize these controls by selecting "Options" and then "Controller" from the Main Menu. See page 6 for more information.



HEADQUARTERS SOPOT INTERIOR FORCES

INTRODUCTION

Nano-technology. Created on Mars by an Ultor scientist. Stolen. Brought to Earth. Stolen and stolen again. Until Alias, a top demolitions expert, obtained the technology for the Republic of the Commonwealth.

Chancellor Sopot used nano-technology to transform Alias and two thousand of the Commonwealth's bravest volunteers into super soldiers—fighters who were stronger, faster, and smarter than any others. But then Sopot began to fear his creations. He declared them enemies of the state, ordered them hunted down and destroyed by his Elite Guard.

Alias and a handful of others survived. Once a national hero, Alias is now a renegade allied with the rebellious Red Faction. He is one of a squad of six, all nano-enhanced, all united by their uniqueness and a common cause.

Shrike. A madman with a taste for speed.

Quill. A killer without a conscience.

Tangier. Secretive and deadly.

Repta. The ultimate destructive force.

Molov. The squad's respected leader.

And **Alias.** A hero with a mission.

Their objective is the elimination of Chancellor Sopot for his crimes against humanity.

MENU CONTROLS

Use the following controls to navigate through Menu Screens:

Highlight Menu Item:	Directional button or Left Analog Stick
Select/Choose Highlighted Item:	ⓧ button
Cancel/Return to Previous Menu:	ⓐ button

DEFAULT CONTROLS

ⓧ button	Action/Use
Ⓜ button	Previous Weapon
Ⓨ button	Next Weapon
ⓐ button	Reload
R1 button	Primary Fire
R2 button	Jump
L1 button	Alternate Fire
L2 button	Throw Grenade
L3 button	Crouch
directional button ↑	Check Objective Status
directional button ↓	Toggle Night Vision On/Off
directional button ←	Previous Grenade Type
directional button →	Next Grenade Type
left analog stick	Player Movement
right analog stick	Pitch/Turn
START button	Pause
SELECT button	Options Menu

MAIN MENU

SINGLE PLAYER:

Enables the user to start a new single player game or resume a previously saved game. Beginning a new game will also enable the user to select a desired difficulty level: Easy, Medium, or Hard.



Starting a new game without first creating or loading a Player Profile will result in gameplay that cannot be saved. For more information, see the section entitled "SAVING and LOADING" on page 9.

MULTIPLAYER:

Select this option to begin a multiplayer game. See page 15 for more information.

PROFILES:

Profiles are user-customized characters and control configurations. This option enables users to access, create, delete or copy a profile to a memory card (8MB) (for PlayStation®2). Profiles will also keep track of various user statistics accumulated during gameplay. A custom profile must be selected before playing Red Faction II if the user wishes to save the game's progress.



NOTE:



If you are just starting Red Faction II, you must first create a custom profile if you wish to play a game that can be saved.

Accept

Accepts the currently selected profile. If you have more than one profile on a memory card (8MB) (for PlayStation®2), use either the Left analog stick or directional buttons to scroll through available profiles.



Stats

Keeps record of the selected profile's preferred weapon, number of shots fired, hit percentage, number of enemy kills, number of headshot kills, number of civilian (innocent) deaths, and the current status of your "heroics" meter. These stats will change as gameplay progresses.

Create

Enables the user to create a new profile. Use either the Left Analog Stick or Directional Pad to input a name and then highlight and select "accept". You can store a maximum of eight profiles on one memory card (8MB) (for PlayStation®2).

Delete

Enables the user to delete a selected profile.

Copy

Enables the user to copy the currently selected profile to a newly named profile on the same memory card (8MB) (for PlayStation®2) (MEMORY CARD slot 1 only) and then select the new profile as the current profile.

NOTE:



For more information, see the section entitled "SAVING AND LOADING GAMES" on page 9.

OPTIONS:

Select this option if you wish to change the default game settings, audio/video settings, and controller configurations.

EXTRAS:

Select this option to access the game credits, enter cheats, watch unlocked movies, or view Red Faction II concept art and behind the scenes footage.



In-Game Menu

You can access this menu by pressing the SELECT button at any time while in-game.

Options

Takes the player to the "Options" menu while in game.

Save Progress

Allows the player to manually save the game's progress. Selecting this option will save the game through the last level section completed.

Restart Level

Restarts the level currently being played.

Main Menu

Takes the player to the game's Main Menu.

Cheats

Enables the user to enter codes that enable various cheats such as infinite ammo and super health. No... we're not going to give you the codes here.

Pause Menu

Pressing the START button while in-game will pause the action until the START button is pressed again. While the game is paused, the player will see a variety of game stats. These stats are saved to your profile:

Kills:	The number of enemy kills the player has received.
Civilian Deaths:	The number of civilian kills the player has recorded.
Shots Fired:	The total number of shots the player has fired with all weapons.
Hit Percentage:	The percentage of hits to misses the player has recorded.
Most Kills:	Shows the player's most used weapon.
Heroics:	Shows the player's "heroics" status.

Saving and Loading Games

Saving

Red Faction II will automatically save your progress every time a level section is completed. You can manually save your progress by going to the In-game menu and selecting "Save Progress". If this option is chosen, the game will save your progress up through the last level section that is completed.

Loading

To load and continue play from a previously saved game, use the "Profiles" option from the Main Menu. When "Profiles" is selected from the Main Menu, all your previously saved Profiles will be loaded from applicable memory card (8MB) (for PlayStation®2).

Once loaded, all your available and saved profiles can be accessed by scrolling through the list of named profiles using either the Left analog stick or left/right directional buttons. When the desired profile is highlighted, press the  button to select. You will then be taken back to the Main Menu. At the Main Menu select "Single Player" to choose from a list of available single player levels or continue where you last left your game's progress.



In single player games, all user data is automatically saved and loaded from MEMORY CARD slot 1 or MEMORY CARD slot 1-A (if a multitap (for PlayStation®2) is inserted into controller port 1). In multiplayer games, users are able to save and load data to any supported MEMORY CARD slot.

Heroics

The "Heroics" meter plays an important part in the game. When the bar is blue, the player's "heroics" is highest. When the bar is red, the player's "heroics" is lowest. The amount of "heroics" the player has when completing the game can determine the ending you receive. Killing civilians will have a negative effect on the player's "heroics". Finding and completing hidden objectives will have a positive effect.

Occasionally the player will see a red or green star briefly appear in the upper left corner of the HUD. The appearance of this star indicates a change in the player's "Heroics" status. A red star indicates a decrease in the player's "Heroics" meter. A green star indicates an increase.



Training

When you first begin a single-player game of Red Faction II, you'll notice that certain hints and tips occasionally appear on screen. These tips are designed to give the player aid in playing the game. These tips appear when certain gameplay situations occur. Press the **X** button to close hint windows.



Options

The "Options" menu is where the player can modify the game settings, audio, visual and control configurations.

GAME SETTINGS



Select this option to toggle ON/OFF weapon crosshairs, HUD messages, vibration function, and weapon switching. When the star-icon is "filled", the corresponding option is on. When the star-icon is "empty," the corresponding option is off.

Game Prefs

Crosshairs:	Toggle weapon crosshairs On/Off
HUD Messages:	Toggle NPC HUD messages On/Off
Hints:	Toggles Training messages On/Off

Vibration

Weapon:	Toggle weapon vibration On/Off
Environment:	Toggle environment vibration On/Off

Weapons

Auto Switch: Leave on if you want the game to automatically switch to designated weapons when picked up. See "Weapon Priority" for more information.

Skip Explosives: When this option is turned off (the default setting), the game will skip explosive weapons (Grenade Launcher, W.A.S.P., and Anti-Personnel Weapon) when determining auto-switch.

WEAPON PRIORITY:

You can also change your "weapons preference" on this screen. This feature refers to the order in which the game will automatically switch to newly acquired weapons. Weapons placed at the top of the list will receive a higher priority than weapons listed below. To change a weapon's place in this list, move the cursor with the directional buttons to highlight the desired weapon, then press the $\otimes$ button. Move the selected weapon up or down the list with the directional buttons, then press the $\otimes$ button again when it's where you want it in the order.

AUDIO/VIDEO SETTINGS:

Access this screen to adjust the volume of the game's effects, music, and voice. You can also switch between mono/stereo audio and adjust your monitor's brightness on this screen.



Controller

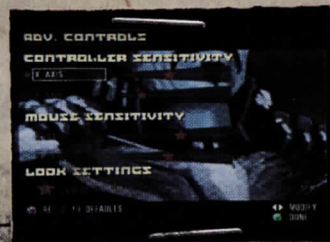
Access this screen if you wish to customize the controls for Red Faction III.

Keyboard/Mouse

Access this screen if you wish to customize the keyboard and mouse controls if you are using a USB keyboard and mouse to play the game.

Advanced

Access this screen if you wish to adjust the sensitivity of the x and y axis for the controller or mouse (if you are using a USB keyboard and mouse to play the game). You can also invert the default setting of the y-axis on this screen.



Playing the Game



Now that you've reviewed the basics, you're ready to start playing the game!

THE HUD (HEADS UP DISPLAY)

The HUD is an essential part of game play and should be monitored closely at all times. It communicates to the player vital information: remaining health, remaining ammo, objectives, messages from team members and available weapons.

NOTE:



The HUD will change if Alias is in a vehicle.

Health

The upper left corner of the HUD displays how much health Alias has remaining. It is made up of two sections: current health and Health Kit. The top bar of the health gauge displays how much health Alias currently has. As Alias takes damage, this health meter will drain. The bottom section of the health gauge displays how much health Alias has on reserve. When the bar on the top is fully drained, a Health Kit from the bottom section will be taken to replenish Alias' health to full. Each Health Kit can replenish Alias' health fully one time, and Alias can carry only three Health Kit at any given time. When all of Alias' health is depleted (Health Kits included), Alias will die.

Tip: As a nano-enhanced soldier, Alias is able to regenerate health over a period of time. (This does not apply to the First Level.) If you're low on health, find a safe place to hide and wait for your health to recover. You will also occasionally find extra Health Kits throughout the game to help you maintain a high level of health.

Ammo and Grenade Types

The upper-right corner of the HUD displays how much ammo remains in the currently selected weapon and what grenade type is selected. The number on the left side of this HUD section shows how much ammo remains in the weapon clip. The number on the right shows how much total ammo you have available for the selected weapon. When the number on the left reaches "zero", you will need to reload (performed automatically) or press the "reload" button before the magazine is empty.

The graphic and number immediately below the ammo information displays what grenade type is currently selected and how many of those grenade types you have remaining. For more information on grenades, see page 39.

Available Weapons

The HUD can also display what weapons Alias has at his disposal. To call up the "Available Weapons List" section of the HUD, simply press either the "previous weapon" or "next weapon" button commands (Ⓒ button and Ⓓ button if you're using the default control configuration).

Continue to press either the "previous" or "next" weapons buttons to scroll through the list and see what weapons are available. Pressing the Primary fire button (Ⓐ button in the default configuration) will arm Alias with the weapon that is highlighted in the middle of the scroll-box. Pressing the Ⓔ button will cancel the weapon switch.

Messages

Occasionally Alias will receive incoming messages from NPCs. Usually these messages are from his squad-members. When a message is received, a graphic of the NPC who is speaking will appear in the lower-left corner of the screen.

You can disable the incoming HUD messages from within the "Options" menu.

Objectives

At times, Alias will receive objectives he must complete. When a new objective is received or updated, a "New Objective" message will appear on the left hand side of the screen. To view the objectives, press the "Objectives" button on your controller (↑ on the directional buttons if you're using the default control configuration).

You can view objectives at any time in-game by pressing the "Objectives" button.



Multplayer

CONTROLLER SET-UP

Red Faction™2 allows up to four people to play multiplayer games simultaneously via a 4-person split screen. You must have a multitap (for PlayStation®2) in order to play multiplayer games with 3 or 4 players.

For multiplayer games, the controllers can be configured as follows:

Controller port 1:	Player 1 (for 2 player only multiplayer games)
--------------------	--

Controller port 2:	Player 2 (for 2 player only multiplayer games)
--------------------	--

Multitap (for PlayStation®2) in controller port 1:	
---	--

controller port 1-A:	Player 1
----------------------	----------

controller port 1-B:	Player 2
----------------------	----------

controller port 1-C:	Player 3
----------------------	----------

controller port 1-D:	Player 4
----------------------	----------

controller port 2:	N/A
--------------------	-----

Multitap (for PlayStation®2) in controller port 2:	
---	--

controller port 1:	Player 1
--------------------	----------

controller port 2-A:	Player 2
----------------------	----------

controller port 2-B:	Player 3
----------------------	----------

controller port 2-C:	Player 4
----------------------	----------

controller port 2-D:	N/A
----------------------	-----

GAME TYPES

Choose the type of multiplayer game you wish to play:

Deathmatch

It's you versus everyone else. No teams, no rules, just an all-out frag-fest. The first player to reach the kill limit or who has the most number of kills when the time limit for the game expires (based on your multiplayer game settings), wins the match.

Quick rules for Deathmatch:

There are none! Kill everyone in sight and try to collect the most number of frags.

Team Deathmatch

Same as deathmatch, but all participants are on one of two teams. You can choose which team to be on at the start of the match.

Capture the Flag (CTF)

This team based game pits the Red Team against the Blue Team in a quest to capture your opponent's flag and return it safely to your base for a score. The first team to reach the score limit wins the match.

Quick rules for CTF:

You can only capture your opponent's flag and win a point if your flag is safe at your team's home-base.

If your flag is stolen from your base, you must kill the opponent who has captured it and "run over" the flag in order to return it.

Players will be able to see the location and movement of both team's flags through obstacles if lined up correctly.

A dropped flag will return to its base after 30 seconds of inactivity.

Bagman

The goal in Bagman is to find the "bag" and hold on to it for as long as possible without getting killed. Players receive points for each frag and for every second they successfully hold on to the bag. The match is over when a player reaches the score limit.

Quick rules for Bagman:

Players will be able to see the location and movement of the bag through obstacles if lined up correctly.

When the "Bagman" is killed, the "bag" will drop to the floor. Run over it to pick it up and become the next bagman.

Arena

Arena is a "best-of" series where a player must win a pre-determined series of rounds in order to win the entire match. It's similar to deathmatch, except the game is round based, players cannot respawn after being killed until the next round begins, and every player is able to use only a pre-selected weapon for the entire match.

Team Arena

Same as "Arena" except team based.

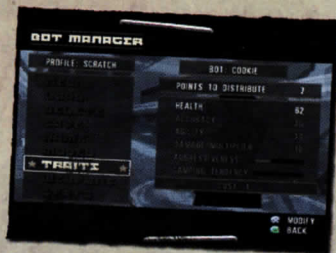
Regime

Regime is a locked multiplayer mode. To access it, you must... ???



MANAGE BOTS

Red Faction II allows players to create their own bots for use in multiplayer games. Users can have a maximum of 5 bots per profile saved to a memory card (8MB) (for PlayStation®2).



New

Enables the user to create a new bot.

Load

Loads all previously created bots from applicable memory cards (8MB) (for PlayStation®2)



Delete

Deletes a selected bot from an applicable memory card (8MB) (for PlayStation®2).

Save

Saves a newly created bot to an applicable memory card (8MB) (for PlayStation®2). Users can save a total of 5 bots on a memory card (8MB) (for PlayStation®2).

Name

Enables the user to name their bot.

Model

Enables the user to select a model for a bot.

Traits

Enables the user to distribute a pre-determined amount of points to give their bot particular attributes and skills. The higher the point total, the greater the attribute.

Health:	Determines how much health the bot will have when at full health.
Accuracy:	Determines how accurate the bot will be when firing at enemies.
Agility:	Determines how much the bot will move around when engaged in combat.
Damage Multiplier:	Determines how much more damage a bot will inflict when using weapons.
Aggressiveness:	Determines how aggressive or passive a bot will be when engaged in combat.
Camping Tendency:	Determines how likely the bot will be to sit and camp when fighting.

Weapons

Enables the user to determine the weapon preference for the bot.

Stats

Enables the user to view the recorded multiplayer statistics of the selected bots.

NOTE:



To include a custom-bot in a multiplayer game, you must highlight and select one of the computer generated bots that appear immediately before a multiplayer game begins, provided you have chosen to use bots in the selected game type.



Press the button to open the custom-bot list. Use the / directional buttons to scroll through available bots and then press the button to select. The chosen bot will now replace the computer generated bot and appear in the multi player game.

MULTIPLAYER GAME SETTINGS

After choosing a multiplayer game type, you can configure certain options applicable to the game type you have chosen. Not all settings are applicable to all multiplayer modes.

Weapon Prefs:	Choose to enable or disable weapon availability for the match. You can also choose a default weapon for players on this screen.
Weapon:	Choose the weapon to be used in the arena match.
Capture Limit:	Set the number of flag captures for the match.
Team Damage:	Toggle team damage On/Off.
Score Limit:	Set the end score for the match.
Disarm Bagman:	Toggle disarming the bagman On/Off.
Kill Limit:	Set the desired kill limit for the match.
Players:	Choose the number of players participating (1 - 4).
Bots:	Choose the number of bots present in the map. The maximum number of human and bot opponents you can have in any given map is six.
Time Limit:	Set the desired time limit for the match.
Powerups:	Toggle powerups On/Off.
Reloads:	Toggle reloading On/Off.
Unlimited Ammo:	Toggle unlimited ammo On/Off.
Difficulty:	Set the difficulty of the bots to Easy, Medium, or Hard.
Level:	Scroll through and select an available level.
Continue:	Select when all multiplayer game type options have been set.
Rounds:	Choose the number of rounds for the match.

PLAYER SETUP

After configuring your multiplayer options, each human participant playing will need to either create or load a previously saved multiplayer profile.



"Character Name Here":	Select to choose an available profile.
Name:	Select to give your character a name.
Model:	Select to scroll through and choose an available character model to play as.
Options:	Select to be taken to the Options Menu.
Reload Profile:	Select to cause the system to reload Red Faction II profiles from MEMORY CARD slot 1.
Continue:	Select when your character is finished.

TEAM SELECTION

If you have chosen to play a Team based multiplayer game, you will need to designate teams after having completed your player set-up. Simply use the directional button to highlight and select a team member and move them to the desired team (either Red or Blue). There must be at least one player on an opposing team for the match to begin.



MULTIPLAYER HUD

Although similar to the single player HUD, the HUD in multiplayer differs slightly. Not all of the options described below will be applicable for every multiplayer game type.



Health:	The player's current health is displayed in the upper-left corner. Full health is 100.
Frag and Rank:	The player's current number of frags and overall ranking is displayed in the lower left corner. The number of frags is immediately to the right of the skull icon. The player's current ranking among all players is to the left.
Ammo:	The player's ammo is displayed in the upper right corner. The number on the left displays how many shells remain in the clip for the selected weapon. The number on the right displays how much total ammo the player has for that weapon.
Flag Captures:	Each team's number of current flag captures are displayed in the lower left corner.

MULTIPLAYER POWERUPS

If powerups are turned "On", the player may occasionally run into items that temporarily increase his power and ability. Available powerups are:

Damage Multiplier:	Increases the user's damage 2x for a short period of time.
Leech:	Enables the user to gain health by shooting opponents. Like the Damage Multiplier, this powerup only lasts for a short period of time.
Slow-Mo:	Causes other players to move in slow motion for a short period of time.

Invulnerability:	Renders the user invulnerable for a short period of time.
Super Health:	Equips the user with double health.

MULTIPLAYER IN-GAME MENU

The multiplayer in-game menu differs slightly from the single player pause menu. You can access it at any time during a game by pressing the  button.

Profile Options:	Takes the user to the Options Menu.
Restart Level:	Restarts the current level with all previously selected configurations enabled.
End Game:	Ends the game and takes the user to the "Game Stats" menu.
Resume Game:	Resumes the current game.

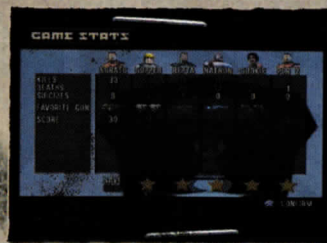
MULTIPLAYER PAUSE MENU

As in the single player game, pressing the  button will pause the game.

MULTIPLAYER GAME STATS

At the end of each multiplayer round, you will be presented with a list of stats applicable from the game just played. These stats include number of frags, number of deaths and suicides, preferred weapon, and total score. The actual types of stats recorded and displayed will be dependent on the multiplayer game type played.

You also have the option to save your profile at the end of each multiplayer game on this screen.





Weapons



Ammo

CSP-19 SEMI-AUTOMATIC PISTOL

This basic semi-automatic pistol is a standard issued weapon for many of the armed personnel employed by Sopot. This weapon is fairly accurate and can be effective against unarmored opponents when used properly. Although able to pierce body-armor, the CSP-19 is not an ideal weapon to equip against more resilient enemies.



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire one round
Alternate Fire:	Pistol Whip

DUAL CSP-19 SEMI-AUTOMATIC PISTOLS

Same as above, but with twice the firepower.



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire one round from right weapon
Alternate Fire:	Fire one round from left weapon

CMP-32 MACHINE PISTOL

Larger and more formidable than the CSP-19 pistol, the Machine Pistol is capable of full automatic firepower. Equipped by Sopot's more experienced guards, this weapon can easily penetrate body-armor and effectively neutralize most enemies at close ranges.



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire rounds, automatic
Alternate Fire:	N/A

DUAL CMP-32 MACHINE PISTOLS

Same as above, but with twice the firepower.



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire rounds from right weapon, automatic
Alternate Fire:	Fire rounds from left weapon, automatic

CAS-14 AUTOMATIC COMBAT SHOTGUN

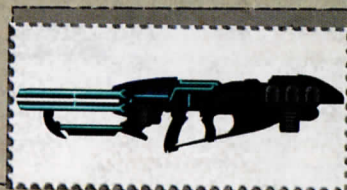
This military-grade shotgun is capable of delivering extremely powerful single-shot blasts and inflicts the most damage at close ranges. Its accuracy and effectiveness decrease significantly when the range of the target is increased, rendering it almost useless when firing at targets more than 50 meters away. This weapon is also capable of discharging incendiary rounds as a form of alternate fire, making it a very powerful weapon.



Ammo:	10 gauge buckshot shells
Range:	Short to Medium
Primary Fire:	Fire one buckshot round
Alternate Fire:	Fire one incendiary round

CMRD-32 MAGNETIC RAIL DRIVER

Developed by a secret R&D team of scientists hand-picked by Sopot, the Rail Driver fires metal slugs at extremely high speeds through just about any surface without losing significant velocity. When the scope is engaged, this weapon also allows the user to see through walls and target enemies. The Rail Driver has a long re-load time, but this weapon is very effective and deadly when equipped in experienced hands.



Ammo:	Metal Slug
Range:	Medium to Long
Primary Fire:	Fire one slug
Alternate Fire:	Engage scope

N.I.C.W.-NANOTECH INDIVIDUAL COMBAT WEAPON

The NICW is used primarily by Sopot's most trusted, experienced and feared guards. It is capable of delivering extremely powerful 7.62mm automatic armor-piercing rounds in fearsome bursts, and can discharge grenades that explode on impact as an alternate means of fire. The NICW is able to identify and target enemies from behind walls. A customized HUD-device visually relays information to the user about the targeted opponent's remaining health.



Ammo:	7.62mm Rounds 40mm HV HE grenades
Range:	Any
Primary Fire:	Fire 7.62mm rounds, automatic
Alternate Fire:	Fire one 40mm HV HE grenade

NGL-8 NANOTECH GRENADE LAUNCHER

The Grenade Launcher is the preferred weapon of Alias, the demolitions expert in Molov's squad of elite, nano-enhanced super soldiers. It fires a single yet powerful Grenade that explodes on impact and is capable of taking out nearly everything unlucky enough to be caught in its blast. Because it can easily blast through many walls, floors and other surfaces, the Grenade Launcher is a useful weapon for finding alternate routes, secret rooms and blowing away enemy cover.



Primary Fire:	Fire one impact-based grenade
Alternate Fire:	Fire one timed-based grenade

CSR-60 SNIPER RIFLE

Capable of bolt-action fire only, this rifle comes standard with a UNVS-8 scope that provides the user with pinpoint accuracy on the battlefield. It also features a wind velocity offset that automatically corrects for any wind conditions present. This weapon can inflict immediate fatal wounds if a head shot is achieved, and is capable of penetrating both body-armor and lightly-armored vehicles.



Ammo:	7.62mm armor-piercing rounds
Range:	Short to Long
Primary Fire:	Fire one round
Alternate Fire:	Activate/deactivate the scope

CSMG-19 SILENCED MACHINE GUN

The fully automatic silenced machine gun is a good weapon to equip if you prefer not to be heard. Silent and swift, this weapon is more accurate than the Machine Pistols, but not quite as powerful. It can penetrate most body-armor and is most effective at close ranges. This weapon is a favorite of tactical covert specialists, including Tangier.



Ammo:	9mm
Range:	Short to Medium
Primary Fire:	Fire burst
Alternate Fire:	N/A

CAR-72 MILITARY ASSAULT RIFLE

Similar to the AK-47s from the past, this semi-automatic weapon is designed to offer all the benefits of a full-sized rifle in compact form. It is capable of firing a three round burst or a less accurate fully automatic onslaught. The high-velocity, armor-piercing shells inflict massive amounts of damage on unarmored targets and will exact noticeable damage on armored opponents as well. The assault rifle is a standard-issue weapon for the Commonwealth soldiers and grunts.



Ammo:	7.62mm high-velocity, armor-piercing rounds
Range:	Short to Medium
Primary Fire:	Fire 3 round burst
Alternate Fire:	Fully automatic fire

W.A.S.P.-WIDE AREA SATURATION PROJECTILE

The W.A.S.P. is primarily an anti-vehicle weapon. More powerful than the Grenade Launcher, the W.A.S.P. fires a barrage of five armor piercing rockets. It has the ability to "lock on" to mobile vehicles and launch a swarm of destruction that will seek out and strike its target. The W.A.S.P. is used by Sopor's heavily fortified ground troops and guards.



Ammo:	15cm high explosive rocket canisters
Range:	Medium to Long
Primary Fire:	Fire single rocket
Alternate Fire:	Engage homing device

IF90-HMG/BF HEAVY SUPPRESSION MACHINE GUN

A terribly inaccurate but very powerful weapon, the HMG is the preferred weapon of Repta, the heavy-weapons specialist in Molov's squad. Capable of firing huge numbers of bullets in a very short period of time, the HMG is most effective when opponents are engaged at close range. It is best equipped in situations where raw firepower and maximum suppression is required.



Ammo:	50 caliber, belt-fed
Range:	Long
Primary Fire:	Fire rounds, automatic
Alternate Fire:	N/A

NMG-44 ENHANCED MACHINE GUN

Sporting a higher rate of fire and larger ammunition clips than normal submachine guns, the NMG-44 Enhanced Machine Gun is an extremely powerful close-combat weapon. It is extremely effective against all enemies, including heavily armored targets.



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire rounds from right weapon, automatic
Alternate Fire:	N/A

DUAL NCMG-44 ENHANCED MACHINE GUNS

Same as single equipped NCMG 44 Machine Gun, but with twice the fire power.



Ammo:	9mm bullets
Range:	Short to Medium
Primary Fire:	Fire rounds from right weapon, automatic
Alternate Fire:	Fire rounds from left weapon, automatic

NPSR-755 PRECISION SNIPER RIFLE

Capable of firing explosive rounds at a semi-automatic rate, the NPSR-755 is a specially crafted weapon created specifically for Quill. Its devastating firepower combined with zoom capability and tactical combat data provide Quill with precision lethality.



Ammo:	7.62mm armor-piercing rounds
Range:	Long
Primary Fire:	Fire one round
Alternate Fire:	Activate/deactivate the scope, hold down for zoom

MKAP-97 ANTI-PERSONNEL WEAPON

A favorite of interdiction forces worldwide, the MKAP-97 is extremely effective at saturating a strike zone with a bombardment of explosive bomblets. Heavy weapon specialists can lock on to specific personnel and use the aiming reticle to carpet the location with bomblets that explode shortly after contact. Unarmored enemy personnel caught in the ensuing blast are often eliminated from the combat engagement. This weapon is often used by Repta, the heavy-weapons specialist in Molov's elite squad.



Ammo:	15cm high explosive rocket canisters
Range:	Long
Primary Fire:	Fire bombs
Alternate Fire:	Fire sticky bombs

GRENADES

Frag Grenade



The Frag Grenade is a standard military issue grenade that emits a fragmentary blast when discharged. With a blast radius of several meters, it is extremely effective against unarmored opponents. The Frag Grenade also inflicts noticeable damage against armored enemies and vehicles.



Incendiary Grenade

The Incendiary Grenades emit a flammable blast when ignited. Anyone located within the blast radius will become ignited and suffer long term negative effects. These grenades are most effective against foes who are not armored.



Shock Grenades

The Shock grenades emit a high-intensity, short-duration burst of electromagnetic energy in a localized area. They are useful for disrupting electronic equipment and are known to cause neurological damage to unprotected human targets.



Satchel Charge

This is a medium-sized, high explosive charge that attaches easily to a variety of surfaces. It is highly effective against structures, unarmored and armored personnel, as well as light vehicles.

For all Grenade types, press the **L2** button to throw a single grenade. You can adjust the arc and distance of your throw by changing the pitch on the y-axis.



Character Bios

CONFIDENTIAL MEDICAL RECORD NANO-PROCESSING EXPERIMENT													
SUBJECT INFORMATION	SUBJECT NUMBER: 307 RECORD SEALED BY ORDER OF CHANCELLOR SOPOT												
	SUBJECT NAME: XXXXX XXXXX												
	CODE NAME: TANGIER NEXT OF KIN: NONE												
	UNIT: SOPOT DISINTEGRATION SERVICES SPECIAL SKILLS: STEALTH; ELECTRONICS												
PROCESSING INFORMATION	DATE PROCESSED: 5 / 16 / 2161 SEX: MALE ☐ FEMALE ☒ UNDETERMINED ☐												
	AGE AT TIME OF PROCESSING: 22 YEARS; 4 MONTHS; 14 DAYS												
PHYSICIAN PROFILE	<table border="1"> <thead> <tr> <th></th> <th>PRE-PROCESSING</th> <th>POST-PROCESSING</th> </tr> </thead> <tbody> <tr> <td>I.Q.</td> <td>135</td> <td>139</td> </tr> <tr> <td>HEIGHT</td> <td>5'4"</td> <td>5'7"</td> </tr> <tr> <td>WEIGHT</td> <td>118 LBS</td> <td>136 LBS</td> </tr> </tbody> </table>		PRE-PROCESSING	POST-PROCESSING	I.Q.	135	139	HEIGHT	5'4"	5'7"	WEIGHT	118 LBS	136 LBS
		PRE-PROCESSING	POST-PROCESSING										
	I.Q.	135	139										
	HEIGHT	5'4"	5'7"										
WEIGHT	118 LBS	136 LBS											
SUBJECT WAS AMONG THE ADOLESCENT ORPHANS SHIPPED POST-REBELLION FROM THE ULTOR COMPLEX ON MARS TO THE COMMONWEALTH. BECAUSE OF HER DEMONSTRATED TECHNICAL EXPERTISE, SUBJECT WAS IMMEDIATELY ASSIGNED TO THE SOPOT INTELLIGENCE SERVICES. SUBJECT HAS DISTINGUISHED HERSELF IN DOMESTIC AND FOREIGN COVERT OPERATIONS.													
NANO-PROCESSING PROCEDURES WERE MODIFIED TO ENHANCE SUBJECT'S STEALTH ABILITIES. PRE-PROCESSING, SUBJECT DEMONSTRATED A STABLE BUT INTROVERTED PSYCHOLOGY. SERVICE FILES NOTED MORE UNDERSTANDING OF TECHNOLOGY THAN PEOPLE. POST-PROCESSING, SUBJECT CONTINUED TO DEMONSTRATE A STABLE PSYCHOLOGY, BUT HAS BECOME EXTREMELY EXTROVERTED. ONE TESTER NOTED THAT SUBJECT ATTEMPTED TO MANIPULATE HIM USING FLIRTATION AND SEXUAL INNUENDO.													
(NOTE: SUBJECT AMONG 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES.)													
SUBJECT SLATED FOR ELIMINATION													
FOR OFFICE USE ONLY SCORE _____ RF2 DATA _____ TQ-217 ☐ TQ-241 ☐ TQ-275 ☐ * # OTHER _____													

CONFIDENTIAL MEDICAL RECORD NANO-PROCESSING EXPERIMENT

PROCESSING INFORMATION SUBJECT INFORMATION

SUBJECT NUMBER: 888 SUBJECT NAME: XXXX XXXX
CODE NAME: SHRIKE NEXT OF KIN: BROTHER: XXXX XXXX
UNIT: **DISCHARGED** SPECIAL SKILLS: TRANSPORTATION
DATE PROCESSED: 5 / 18 / 2161 SEX: MALE ☒ FE MALE ☐ UNDETERMINED ☐
AGE AT TIME OF PROCESSING: 27 YEARS; 1 MONTH; 25 DAYS

**RECORD SEALED
BY ORDER OF
CHANCELLOR SOPOT**

	PRE-PROCESSING	POST-PROCESSING
I.Q.	120	125
HEIGHT	5'5"	5'7"
WEIGHT	133 LBS	148 LBS



PHYSICIAN PROFILE

A 6-YEAR VETERAN OF THE ARMY AIR CORPS, SUBJECT IS A SPECIALIST IN ALL FORMS OF MILITARY TRANSPORTATION AND HAS FOREIGN SERVICE EXPERIENCE. SUBJECT'S ABILITY TO THINK CREATIVELY HAS MADE HIM AN EXCELLENT CHOICE FOR A LARGE NUMBER OF HIGH-RISK OPERATIONS. SERVICE FILE NOTES THAT THE SUBJECT IS EDUCATED, SKILLFUL, AND CONFIDENT, BUT HAS NOT BEEN RECOMMENDED FOR PROMOTION DUE TO A TENDENCY TO "CREATIVELY INTERPRET ORDERS." SUBJECT FEELS THAT VOLUNTEERING FOR PROCESSING WILL GAIN HIM THE PROMOTION HE DESIRES.

PRE-PROCESSING, THIS SUBJECT'S PSYCHOLOGICAL PROFILE INDICATED AN ABOVE-AVERAGE AND HIGHLY CREATIVE INTELLECT COUPLED WITH SUPERIOR PROBLEM-SOLVING ABILITIES. POST-PROCESSING, THE SUBJECT DEMONSTRATED FASTER REACTION TIMES AND INCREASED BELIEF IN HIS MENTAL SUPERIORITY AND PHYSICAL INVULNERABILITY.

(NOTE: SUBJECT AMONG 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES.)

**SUBJECT SLATED FOR
ELIMINATION**

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CODE
SCORE
RF2 DATA
TQ-217 ☐
TQ-241 ☐
TQ-275 ☐
* #
OTHER

CONFIDENTIAL MEDICAL RECORD NANO-PROCESSING EXPERIMENT

**RECORD SEALED
BY ORDER OF
CHANCELLOR SOPOT**

PROCESSING INFORMATION SUBJECT INFORMATION

SUBJECT NUMBER: 530 SUBJECT NAME: XXXXX XXXXX
CODE NAME: REPTA NEXT OF KIN: NONE
UNIT: **DISCHARGED** SPECIAL SKILLS: HEAVY WEAPONS
DATE PROCESSED: 5 / 17 / 2161 SEX: MALE ☒ FE MALE ☐ UNDETERMINED ☐
AGE AT TIME OF PROCESSING: 32 YEARS; 11 MONTHS; 13 DAYS

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	117	102
HEIGHT	6'4"	6'8"
WEIGHT	287 LBS	308 LBS



PHYSICIAN PROFILE

SUBJECT'S SERVICE RECORD NOTES A HISTORY OF BERSERKER VIOLENCE, SEVERAL ALLEGATIONS OF INVOLVEMENT IN ATROCITIES, AND LOW IMPULSE CONTROL. THE SUBJECT WAS NOT ORIGINALLY SLATED FOR PROJECT SOPOT'S BLADE. HOWEVER, AT THE INSISTENCE OF SECRETARY OF DEFENSE MOLOV, UNDER WHOM THE SUBJECT HAS SERVED FOR MANY YEARS, THE SUBJECT WAS INCLUDED IN THE PROJECT. SUBJECT EXHIBITS EXTREME LOYALTY TO COMMANDER MOLOV AND IS AMENABLE TO HIS ORDERS.

POST-PROCESSING, SUBJECT EXHIBITED HEIGHTENED AGGRESSION AND REDUCED IMPULSE CONTROL. HIS LOYALTY TO COMMANDER MOLOV REMAINS CONSTANT. (NOTE: UNLIKE 99% OF SUBJECTS, PROCESSING MEASURABLY REDUCED THE SUBJECT'S I.Q.) (NOTE: SUBJECT IS AMONG THE 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES.)

**SUBJECT SLATED FOR
ELIMINATION**

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CODE
SCORE
RF2 DATA
TQ-217 ☐
TQ-241 ☐
TQ-275 ☐
* #
OTHER

CONFIDENTIAL MEDICAL RECORD NANO-PROCESSING EXPERIMENT BY ORDER OF CHANCELLOR SOPOT

SUBJECT INFORMATION

SUBJECT NUMBER: 755 SUBJECT NAME: XXXXX XXXXX
CODE NAME: QUILL NEXT OF KIN: NONE
UNIT: SOPOT SPECIAL FORCES SPECIAL SKILLS: SNIPER
DISCHARGED
DATE PROCESSED: 5 / 18 / 2161 SEX: MALE ☐ FEMALE ☒ UNDETERMINED ☐
AGE AT TIME OF PROCESSING: 26 YEARS; 9 MONTHS; 3 DAYS

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	120	134
HEIGHT	5'8"	6'4"
WEIGHT	146 LBS	172 LBS



PHYSICIAN PROFILE

SERVICE RECORDS NOTE THAT SUBJECT IS AN EXPERT SNIPER WHO HAS BEEN SUCCESSFULLY INSERTED INTO NUMEROUS HIGH-RISK SITUATIONS ON FOREIGN SOIL. SUBJECT IS HIGHLY DECORATED AND HAS BEEN COMMENDED FOR HER COURAGE UNDER FIRE. THE SUBJECT HAS NO POLITICAL CONVICTIONS OR UNIT LOYALTY, BUT EXPRESSED WILLINGNESS TO DO "WHATEVER IT TAKES" TO AUGMENT HER PHYSICAL ABILITIES.

PROCESSING HAS IMPROVED THE SUBJECT'S ALREADY IMPRESSIVE ATHLETICISM AND COORDINATION. SUBJECT WAS ENTHUSIASTIC ABOUT HER IMPROVED PROWESS AND THE ABILITY TO "THINK MORE CLEARLY." (NOTE: THIS WAS THE ONLY SUBJECT WHO REPORTED TAKING PLEASURE IN THE TRANSFORMATION PROCESS.) (NOTE: SUBJECT IS AMONG THE 27% OF SUBJECTS WHO SHOW NO SIGNIFICANT PSYCHOLOGICAL CHANGE POST-PROCESSING.)

**SUBJECT SLATED FOR
ELIMINATION**

AUTHORIZED PHYSICIAN

WITNESS

*** 38 ***

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CODE

SCORE

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TQ-275 ☐

* #

OTHER

CONFIDENTIAL MEDICAL RECORD NANO-PROCESSING EXPERIMENT BY ORDER OF CHANCELLOR SOPOT

SUBJECT INFORMATION

SUBJECT NUMBER: 01 SUBJECT NAME: XXXXX XXXXX
CODE NAME: MOLOV NEXT OF KIN: EX-WIFE: XXXXX XXXXX
UNIT: ARMY OF THE COMMONWEALTH SPECIAL SKILLS: EXCELS IN ALL FORMS OF
DISCHARGED ARMED COMBAT
DATE PROCESSED: 5 / 14 / 2161 SEX: MALE ☒ FEMALE ☐ UNDETERMINED ☐
AGE AT TIME OF PROCESSING: 45 YEARS; 4 MONTHS; 0 DAYS

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	134	XXX+
HEIGHT	6'1"	6'3"
WEIGHT	225 LBS	246 LBS



PHYSICIAN PROFILE

ARMY OF THE COMMONWEALTH COMMANDER AND DECORATED WAR HERO, THE SUBJECT STRONGLY SUPPORTS THE CHANCELLOR'S PROGRAM FOR NANO-TECHNOLOGY EXPERIMENTATION. RECENTLY APPOINTED TO THE POSITION OF SECRETARY OF DEFENSE, THE SUBJECT IS AN OUTSPOKEN ADVOCATE FOR THE CREATION OF A FORCE OF NANO-TECHNOLOGY ENHANCED SOLDIERS.

THE SUBJECT WAS THE FIRST TO VOLUNTEER FOR PROCESSING. POST-PROCESSING, HE REPORTED TO CHANCELLOR SOPOT: "AMPLIFICATION OF PHYSICAL PROWESS AND COMBAT SKILLS ARE WELL WORTH THE EXTREME BUT TRANSIENT PAIN EXPERIENCED BY FIGHTING PERSONNEL DURING THE TRANSFORMATION PROCESS."

(NOTE: SUBJECT AMONG 56% OF PROCESSED EXHIBITING A VARIETY OF MEASURABLE PSYCHOLOGICAL CHANGES. SUBJECT DEMONSTRATES HEIGHTENED SENSE OF RESPONSIBILITY, ENHANCED CONFIDENCE, AND INCREASED AGGRESSION.) (NOTE: POST-PROCESSING, SUBJECT'S I.Q. ROSE RADICALLY)

**SUBJECT SLATED FOR
ELIMINATION**

AUTHORIZED PHYSICIAN

WITNESS

*** 39 ***

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CODE

SCORE

RF2 DATA

TQ-217 ☐

TQ-241 ☐

TQ-275 ☐

* #

OTHER

CONFIDENTIAL MEDICAL RECORD NANO-PROCESSING EXPERIMENT

RECORD SEALED BY ORDER OF CHANCELLOR SOPOT

SUBJECT INFORMATION

SUBJECT NUMBER: 1093 SUBJECT NAME: XXXXX XXXXX
CODE NAME: ALIAS NEXT OF KIN: NONE
UNIT: SOPOT **DISCHARGED** SPECIAL SKILLS: DEMOLITIONS
DATE PROCESSED: 5 / 19 / 2161 SEX: MALE ☒ FEMALE ☐ UNDETERMINED ☐
AGE AT TIME OF PROCESSING: 24 YEARS; 0 MONTHS; 1 DAY

PROCESSING INFORMATION

	PRE-PROCESSING	POST-PROCESSING
I.Q.	122	134
HEIGHT	5'11"	6'2"
WEIGHT	203 LBS	238 LBS



PHYSICIAN PROFILE

A 7-YEAR VETERAN OF SOPOT SPECIAL FORCES WITH FOREIGN SERVICE EXPERIENCE, SUBJECT HAS EARNED THE CHANCELLOR'S QUATTRO-CLUSTER FOR HEROISM AND THE SOPOT MEDAL OF VALOR. MILITARY SERVICE FILES NOTED ABOVE-AVERAGE INTELLIGENCE, ABOVE-AVERAGE LEADERSHIP, ABOVE-AVERAGE LOYALTY, ABOVE-AVERAGE COURAGE, AND ABOVE-AVERAGE COMBAT SKILLS.

PRE-PROCESSING, THIS SUBJECT DEMONSTRATED A STABLE PSYCHOLOGY AND WILLINGNESS TO COOPERATE WITH THE EXPERIMENT. POST-PROCESSING, SUBJECT CONTINUED TO DEMONSTRATE A STABLE PSYCHOLOGY, WAS PLEASED BY HIS ENHANCED PHYSICAL AND MENTAL ABILITIES, AND WAS EAGER TO USE THEM IN THE SERVICE OF THE COMMONWEALTH.

(NOTE: SUBJECT IS AMONG THE 27% OF SUBJECTS WHO SHOW NO SIGNIFICANT PSYCHOLOGICAL CHANGE POST-PROCESSING.)

SUBJECT SLATED FOR ELIMINATION

FOR OFFICE USE ONLY

CODE

SCORE

RF2 DATA

TQ-217 ☐

TQ-241 ☐

TQ-275 ☐

* #

OTHER



Hints and Tips

- ★ Pay attention to incoming HUD messages. You might receive some valuable information.
- ★ Check your objectives often. If you get stuck, chances are you've neglected to fulfill an objective.
- ★ If you're low on health, find a safe place to hide. Alias can regenerate health after a short period of time.
- ★ Don't be afraid to blow up walls. This is, after all, the only game with Geo-Mod™ Technology. Who knows? You just might find a hidden area.
- ★ Become accustomed to strafing. Strafing back and forth from behind a safe-area is an excellent way to defeat some enemies.
- ★ Frag Grenades begin their countdown to exploding from the moment they hit a surface. Proper timing is essential.
- ★ If you're out of ammo and have only a pistol to equip, use the alternate fire button to pistol whip opponents.
- ★ If you're targeting a person and your reticle changes to a circle with an X through it, don't shoot! The targeted person is an innocent civilian.

For further hints and tips on this game, please call

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available 24hrs a day, 7 days a week.

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Lead Technical Artist
Jasen Whiteside

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Randy Oberlerchner
Eric Arnold
Chris Neihengen

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Josh Foreman

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Mike Breault
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Ginny Menzer
Sandy Fretty

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Ronald D. Hill

Dialogue Editors
Tom Ozanich
Cormac Funge

Voice Over Director
Gary Goldman

Casting Director
Carole Ruggier

DMG Production Manager
Amanda Wyatt

DMG General Manager
Becky Allen

Voice Actors

Lance Henriksen Molov

Jason Statham Shrike

Christian Campbell Alias

Sherman Howard Sopot

Cricket Leigh Tangier

Gary Sturges Repta

Julie Claire Quill

David Allen Thomas Jr. Echo

Eileen Galindo Female Voice 1

Vanessa Marshall Female Voice 2

Carole Ruggier Female Voice 3

Joe Whyte Male Voice 1

Scott MacDonald Male Voice 2

James Horan Male Voice 3

Greg Ellis Male Voice 4

Jerry DeCapua Male Voice 5

Steve Stayley Male Voice 6

Steve Barr Male Voice 7

Paul Goodman Molov, E3 demo

Jason Harris Shrike, E3 demo

Motion Capture
Red Eye Studio

Pre-rendered Cutscenes
Mondo Media

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Technical Director
Eric Ronay

Producer
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Sound Designer
Jim Lively

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Richard Estrada
Dave Horowitz
Art Matsuura
Andy Murdock
Sean Murphy
Peter Hermann

Executive Producer
Phill Simon

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Rainbow Studios

E3 Trailer
Rainbow Studios

Special Thanks
Simon Jacobson
Carolina Beroza
Brian Christian
Raelea Apolito
Kris Muller
Peter Andrew
James Hague
Mitri Van
Alvan Monje
Brian Keron
Mark Muller
Jason Scott

Sounds included in the musical pieces of this game include samples from the following libraries:
the Percussive Adventures
Sound Library produced by Christopher Page for East West Communications, Inc.
Advanced Orchestra Library produced by Peter Siedlaczek.
Symphony of Voice produced by Spectrasonics.

THQ

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Assistant Producer
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Origin Studios

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Till Enzmann

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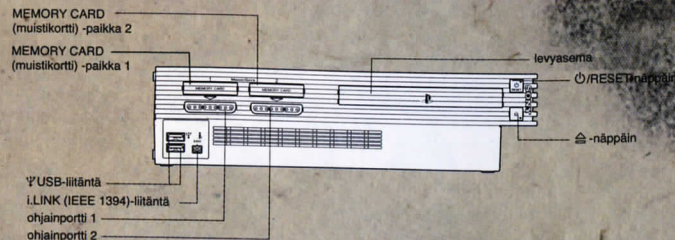
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Aloittaminen



PLAYSTATION®2-KONSOLI

Asenna PlayStation®2-tietokoneviihdekeskus sen omien käyttöohjeiden mukaan. Varmista, että virta on kytketty konsolin takaosassa sijaitsevasta MAIN POWER -kytkimestä (virtakytkimestä). Paina ⏻ /RESET-näppäintä. Sen jälkeen kun ⏻ -merkkivalo on syttynyt, avaa levyasema painamalla ⏻ -näppäintä. Aseta Red Faction® II -levy levyasemaan nimipuoli ylöspäin. Sulje levyasema painamalla uudelleen ⏻ -näppäintä. Kiinnitä peliohjaimet ja muut tarvittavat oheislaitteet asianmukaisesti. Ei ole suositeltavaa irrottaa tai kiinnittää lisälaitteita silloin, kun virta on kytketty laitteeseen. Varmista ennen pelin aloitusta, että muistikortissa (8Mt) (PlayStation®2) on riittävästi muistitilaa. Seuraa ruudulla näkyviä ja tämän käyttöoppaan sisältämiä ohjeita ohjelmiston käytöstä.

ANALOGISEN OHJAIMEN (DUALSHOCK®2) OLETUSASETUKSET

(oletusasetukset pelin aikana)

- L2-näppäin—Heitä kranaatti
L1-näppäin—Vaihtoehtoinen ase
R2-näppäin—Hyppy
R1-näppäin—Ensisijainen ase



suuntanäppäimet

- ↑ —Tarkista kohteen tila
↓ —Ota yönäkölaitteet käyttöön/
pois käytöstä
← —Edellinen kranaattityyppi
→ —Seuraava kranaattityyppi

vasen analoginen sauva—Pelaajan
liikkuminen (L3-näppäin alas painettuna)

L3—Kyyristy

SELECT-näppäin (valinta)—Options

(Asetukset)—valikko

ANALOG-tilan kytkin

START-näppäin (aloitus)—Tauko

oikea analoginen sauva—Nouse/Käännä

(R3-näppäin alas painettuna)

△ näppäin

○ näppäin

× näppäin

□ näppäin

△ näppäin—Lataa uudelleen

○ näppäin—Seuraava ase

× näppäin—Toiminta/Käytä

□ näppäin—Edellinen ase

NOTE

HUOM! Nämä ovat oletusohjaimia, joilla ohjataan Aliasta, kun pelaaja etenee jalan.

Voit mukauttaa ohjaimet valitsemalla Main Menu (Päävalikko)—valikosta ensin "Options" (Asetukset) ja seuraavaksi "Controller" (Ohjain)..

VALIKKO-OHJAIMET

Seuraavilla ohjaimilla voi selata valikkonäyttöä:

Korosta valikkovaihtoehto: suuntanäppäin tai vasen analoginen sauva

Valitse korostettu kohde: × näppäin

Peruuta/Palaa edelliseen valikkoon: △ näppäin

DEFAULT CONTROLS

× näppäin Toiminta/Käytä

○ näppäin Edellinen ase

○ näppäin Seuraava ase

△ näppäin Lataa uudelleen

R1 näppäin Ensisijainen ase

R2 näppäin Hyppää

L1 näppäin Vaihtoehtoinen ase

L2 näppäin Heitä kranaatti

L3 näppäin Kyyristy

suuntanäppäin ↑ Tarkista kohteen tila

suuntanäppäin ↓ Ota yönäkölaitteet käyttöön/pois käytöstä

suuntanäppäin ← Edellinen kranaattityyppi

suuntanäppäin → Seuraava kranaattityyppi

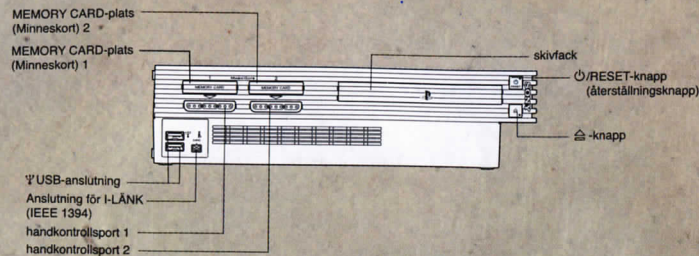
vasen analoginen sauva Pelaajan liikkuminen

oikea analoginen sauva Nouse/käännä

START näppäin Tauko

SELECT näppäin Asetukset-valikko

Plattforms igång



PLAYSTATION®2 BASENHET

Installera ditt PlayStation®2-underhållningssystem enligt instruktionerna i instruktionsboken. Kontrollera att huvudströmbrytaren (finns på baksidan av basenheten) är påslagen. Tryck på ⏻/RESET-knappen. När ⏻-indikatorn ränds trycker du på ⏻-knappen, och skivfacket öppnas. Läg Red Faction® II-skivan i skivfacket med etiketten uppåt. Tryck på ⏻-knappen igen så stängs skivfacket. Anslut spelkontrollerna och andra tillbehör på lämpligt sätt. Du bör inte sätta i eller ta ur tillbehör när strömmen är påslagen.

Kontrollera att det finns tillräckligt med ledigt utrymme på ditt memory card (minneskort) (8MB) (till PlayStation®2) innan du börjar spela. Följ instruktionerna på skärmen och använd den här instruktionsboken om du vill ha information om hur du använder programmet.

Plattformsanvändningsreferens

KONFIGURERINGAR AV ANALOG HANDKONTROLL (DUALSHOCK®2)

(spelets standardkonfiguration)

L2-knapp—Kasta granat
L1-knapp—Växla mellan vapen
R2-knapp—Hoppa
R1-knapp—Framsta vapen



riktningsknappar

↑—Kontrollera målets status
↓—Koppla på/bort mörkerseendet
←—Föregående granattyp
→—Följande granattyp

vänster analog spak—Spelarens rörelser (L3-knapp nedtryckt)

L3—Gå hopkrupen

SELECT-knapp—Options (alternativ)-meny brytare för ANALOG-läget

START-knapp—Paus

höger analog spak—Stå upp/Vänd (R3-knapp nedtryckt)

△-knapp
○-knapp
×-knapp
□-knapp

△-knapp—Ladda om
○-knapp—Följande vapen
×-knapp—Action/Använd
□-knapp—Föregående vapen

NOTE:



OBS! De här är standardkontrollerna för att styra Alias, när han rör sig till fots.



Du kan ändra kontrollerna via Main Menu (huvudmeny) genom att först välja "Options" (alternativ) och sedan "Controller" (kontroll).

MENYKONTROLLER

Använd följande kontroller för att navigera i menyerna:

Markera menyval: Riktningsknapp eller vänster analog spak

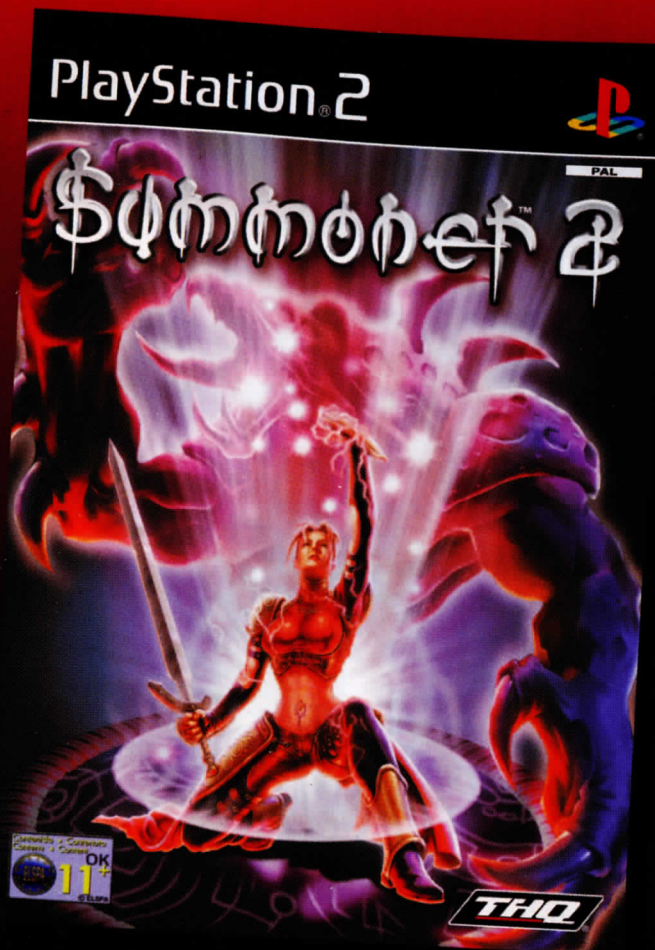
Välj markerat menyval:  -knapp

Avbryt/Gå tillbaka till föregående meny:  -knapp

STANDARDKONTROLLER

 -knapp	Action/Använd
 -knapp	Föregående vapen
 -knapp	Följande vapen
 -knapp	Ladda om
 -knapp	Främsta vapen
 -knapp	Hoppa
 -knapp	Växla mellan vapen
 -knapp	Kasta granat
L3 -knapp	Gå hopkrupen
riktningsknapp ↑	Kontrollera målets status
riktningsknapp ↓	Koppla på/bort mörkerseendet
riktningsknapp ←	Föregående granattyp
riktningsknapp →	Följande granattyp
vänster analog spak	Spelarens rörelser
höger analog spak	Stå upp/Vänd
 -knapp	Paus
 -knapp	Menyn Alternativ

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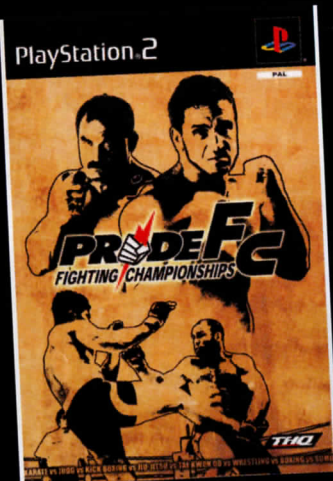
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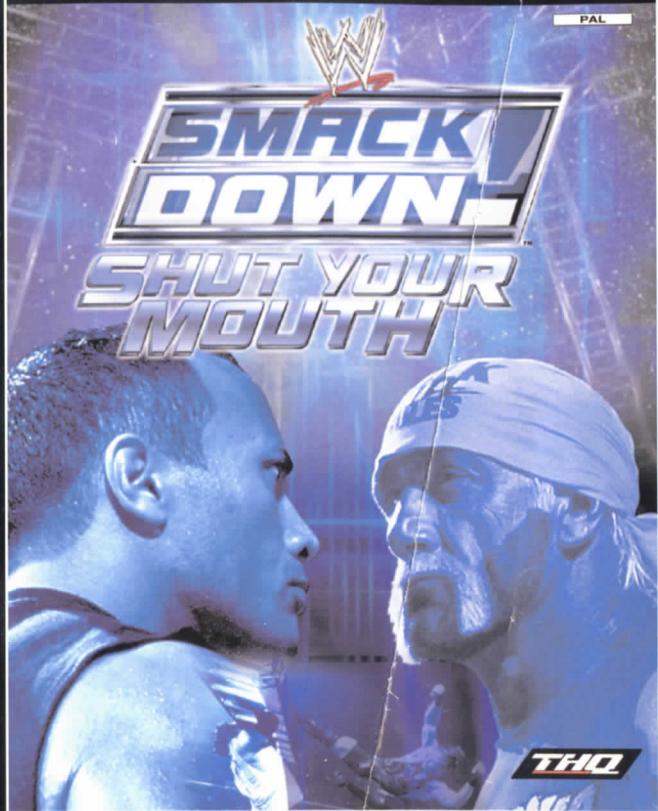
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